

HUMONGOUS ENTERTAINMENT
AND
RANDOM HOUSE

JUNIOR
Field
Trips



LET'S EXPLORE

The Farm™

WITH

BUZZY

THE KNOWLEDGE BUG





Introduction to *Let's Explore The Farm*

Let's Explore The Farm offers children a life-like environment in which to explore and learn all about the operations of a real working farm. With the help of Buzzy the Knowledge Bug, kids fly over the farm and select any one of over 30 different places to explore. They can visit the big red barn and watch a cow being milked, stop by the garden and learn how vegetables grow, or take a peek inside a chicken coop, plus play a variety of games entertainingly designed to increase their knowledge about a farm.

The five games in *The Farm* include *Trivia* featuring 100 challenging questions, a versatile *Coloring Book* that lets children print out colored or black and white pages, *Eggs Away* an arcade style game with levels ranging from easy to truly challenging, a *Find It* game for the detective in the house, and *Spell It* a spelling challenge with three different skill levels.

With more than 200 objects illustrated in detail, and Information Pages filled with all the terms and items associated with a farm, the learning possibilities for children and parents are boundless.

Computer System Required

To run *The Farm* you need a 33 MHz 386 PC system or faster, 4 MB of RAM, Windows 3.1 or higher, SVGA card (640 x 480, 256 colors), sound card, and a double-speed CD-ROM drive.

How to Install the Game

Windows®95 Users:

No installation is required with Windows 95's easy Auto-Play feature. Simply load the CD into the CD-ROM drive and click the PLAY button when the window pops up.

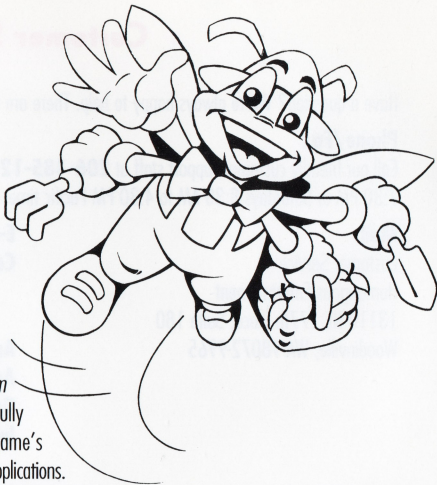
Windows 3.1™ Users:

Before installing the program or beginning play, we recommend that you close all open applications. *The Farm* is a high-performance, multimedia program designed to fully utilize your multimedia computer. You can enhance the game's performance by eliminating the memory demands of other applications.

Before playing *The Farm* for the first time, you must first run the installation program. If you have any questions during the installation process, just click on the Help button in any of the dialog boxes. To run the Install program, follow these steps:

1. Insert the CD-ROM disk into your CD-ROM drive.
2. Select run from the file menu in the Program Manager.
3. Type: D: \INSTALL.EXE (Replace the letter D with the letter of your CD-ROM drive.)
4. Click on the Quick Install button and then follow the on-screen instructions.
5. After installation is complete, click on Restart Windows or the OK button.

The installation program may also copy additional Windows system files to your hard disk. This will take no more than 2.5 MB of hard disk space. This is required for the game to run properly.



To Start the Game

The installation program creates a Humongous folder in Program Manager and places a Farm icon in it. To start the game just double-click on the icon. The game files are not copied to your hard disk during installation, so you need to insert the Farm CD into your CD-ROM drive each time you want to play the game.

NOTE: The first time you run the game, your CD-ROM drive and display card will be tested for speed to ensure the best performance for your computer. This should take only a few minutes; you will see a screen message to that effect.

Quick Tips on Playing *The Farm*

The game contains a detailed Help file that provides explanations on playing and running *The Farm*. The Quick Tips given here let you quickly explore and play the game.

As you move the cursor across the screen, it will turn into an oversized arrow. Click to instantly zoom in on that area. Click again to move in even closer, or click on an exit area (a door or window, for example) to move to an adjacent area. When the cursor is a white arrow, just click and watch the fun.

Along with the cursor, there are six main control buttons for navigating your way through *The Farm*.



Go Back – Clicking on this button returns you to the previous level.



What Is This? – Clicking on this turns the cursor into a question mark. Simply move it over an object to display the object's name. For pre-readers, Buzzy will read out the name. Click on the object to display its Information Page, or click on the What is It? button to switch back to the cursor.



Index — The Index contains a list of all the objects described in the Information Pages. To get to a specific Information Page, click on the highlighted word in the Index.



Buzzy — This button calls up Buzzy the Knowledge Bug who shares tips, helps pre-readers by reading aloud, points out interesting facts, and generally shares in the fun!



Time to Play — Click on this button to go to the game area of *The Farm*.



Quit — Clicking on this button ends the game. You can also exit the game by pressing the spacebar and clicking on Quit, or by pressing Alt + F4.

Using the Spacebar

To PAUSE the game, simply press the spacebar. This automatically opens the dialog box containing the Quit and Help options. To resume play, press the spacebar again or select PLAY from the dialog box.

Quick Tips on Playing the Games

Here's a list of brief descriptions and tips for the five games included in *The Farm*. For more detailed information, refer to the Help file.

Click on the Time to Play button in the opening screen to access the Player Sign-In Page. As a new player, type in your name using the computer keyboard or use the Spelling Board at the top of the screen. (The next time you sign in, just click on your name in the Player box.) After you have entered your name, press the GO button to open the main game menu. To select a game, just click on it.

Coloring Book

The *Coloring Book* has 15 different pictures you can paint and print out. Use the scroll bar to browse through the pictures. Use the paint brush to select colors in the paint palette, then click on an area in the picture to apply it. The Eye Dropper lets you mix colors. Use the sponge to remove color from the picture or use white paint to replace a color from a single area, also to erase the mixer slots. To undo your last step, click on the Oops Face button.

Trivia

This game contains 100 questions about *The Farm* and its operations. After you select one of the play levels (easy, medium, hard), Buzzy introduces the game. To help pre-readers, he will read the trivia question aloud as it is displayed on the screen. Buzzy also provides helpful hints to direct you to the correct answer. Get it right, and you are rewarded.

Eggs Away

Who ever said being a farmer was easy? In this game you have to catch the eggs that the chickens lay before they drop to the ground and break. If you catch enough you advance to the next level. As the levels progress new challenges arise. Look out for that rat; he really doesn't like eggs. You may have to throw an egg at him to scare him off.

Find It

True detectives will love the *Find It* game. Your goal — locate each of the 10 items within *The Farm* that flash up on the screen. With 110 items to find among the three skill levels, the game challenges the beginner as well as the advanced player.

In the Easy level, Buzzy explains the game, selects a mystery item, and even takes you to the place in the farm where the item is located. The medium level adds more difficulty as your clues from Buzzy are limited. Click on any of the bubbles and the mystery item is shown. By clicking on it, you are then taken inside *The Farm*, but not necessarily to the place where that item can be found. Buzzy's help comes in the form of minimal hints. In the Hard level, you are on your own — hints from Buzzy are nearly non-existent.

Spell It

This is a spelling game with three different skill levels. At the easiest level you are shown a picture and asked to fill in the first letter of the word. At the medium level you have to spell the whole word. The picture starts covered, but is gradually revealed with each wrong guess. At the hardest level the picture remains hidden until the end. Watch what happens to the cows when you take a guess!





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